# WARNINGS
## Read Before Using Your Sega Video Game System

### EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on television screens while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### HANDLING YOUR COMPACT DISC

☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn System.

☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.

☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.

☐ Always store the disc in its protective case.

### SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn System. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by SEGA for home play on the Sega Saturn System only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

# VISIT SEGA'S INTERNET SITES

# STRATEGY GUIDES

For the ultimate in insider gameplay information, Sega offers Strategy Guides for the hottest Sega titles, containing complete walk-throughs, strategies, secrets and codes. To order, call **1-888-SEGA-SALES**, visit the Sega Store @ **http://www.sega.com**, or order directly from a 900 gameplay counselor.
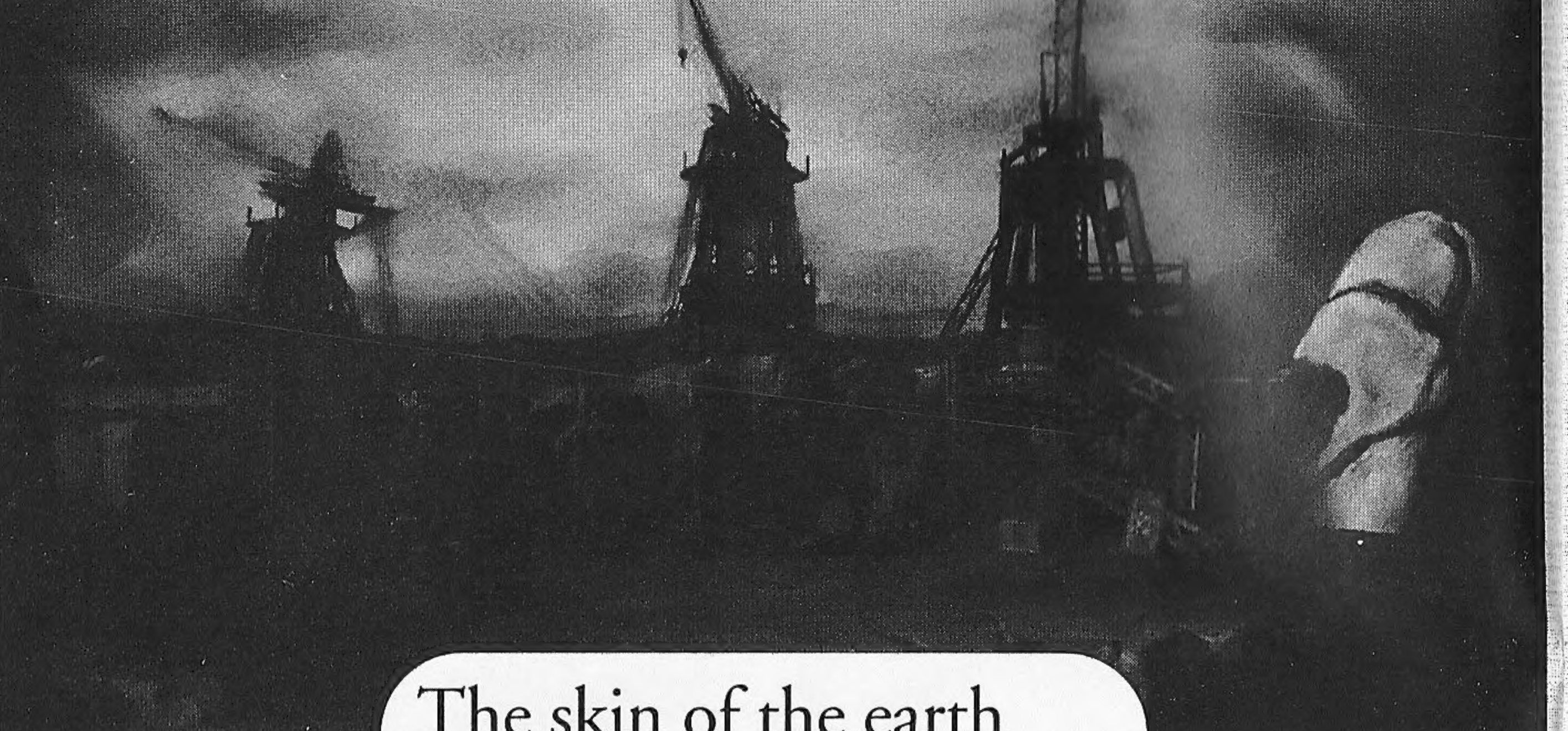
# • CONTENTS •

## The skin of the earth

is arid and cracked, swept bare by dry winds and scorched by the pitiless sun. Deep beneath its surface, the buried ruins of an ancient age for æons lay waiting.

## Long-mute artifacts

give testimony to a lost golden age of man. They speak of the great and foolish pride that drove our forebears to explore paths only the gods were meant to tread, and create life forms beyond Nature's intent. And they tell of the struggle between man's last great Empire and the creations which had escaped his control.
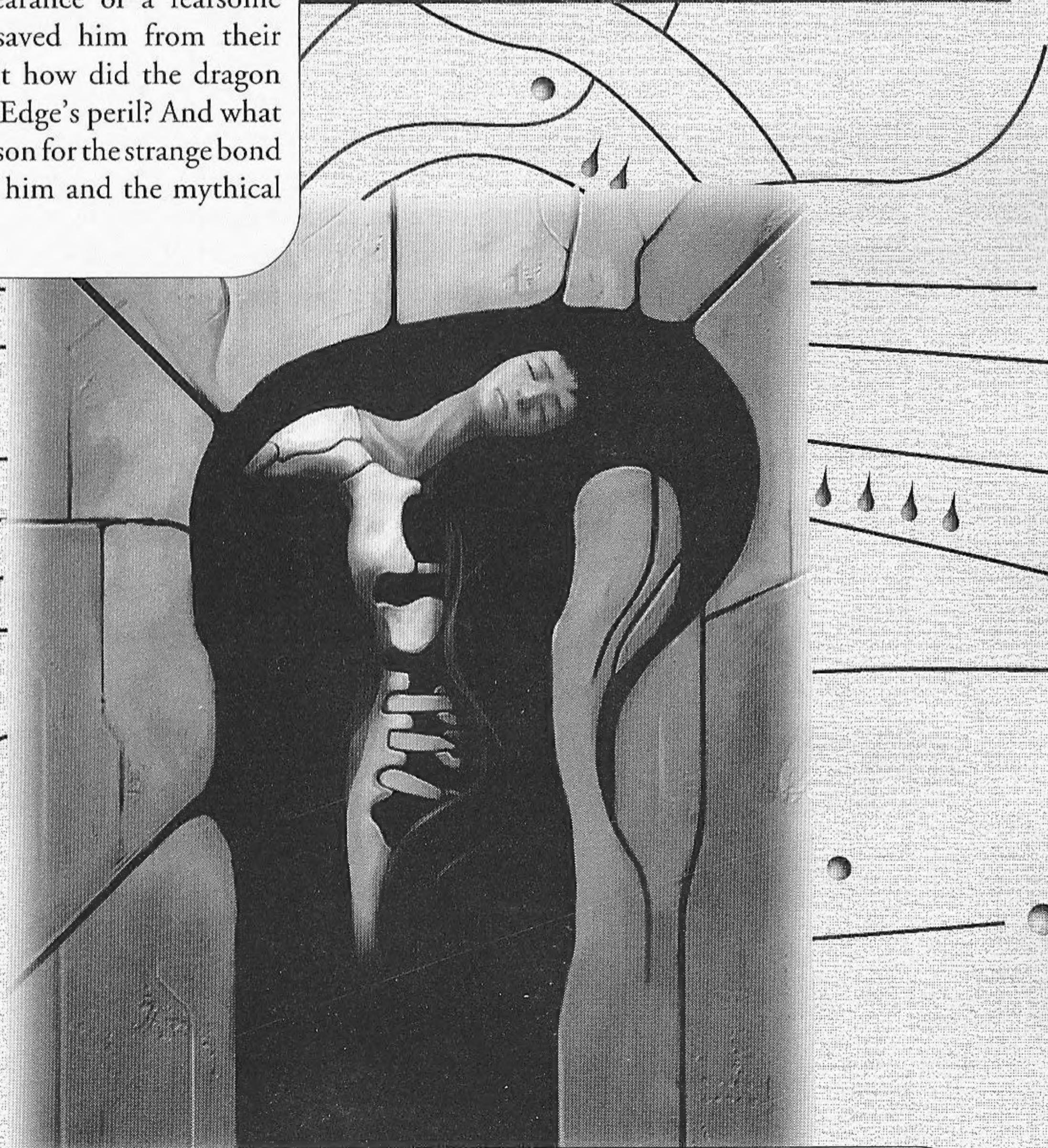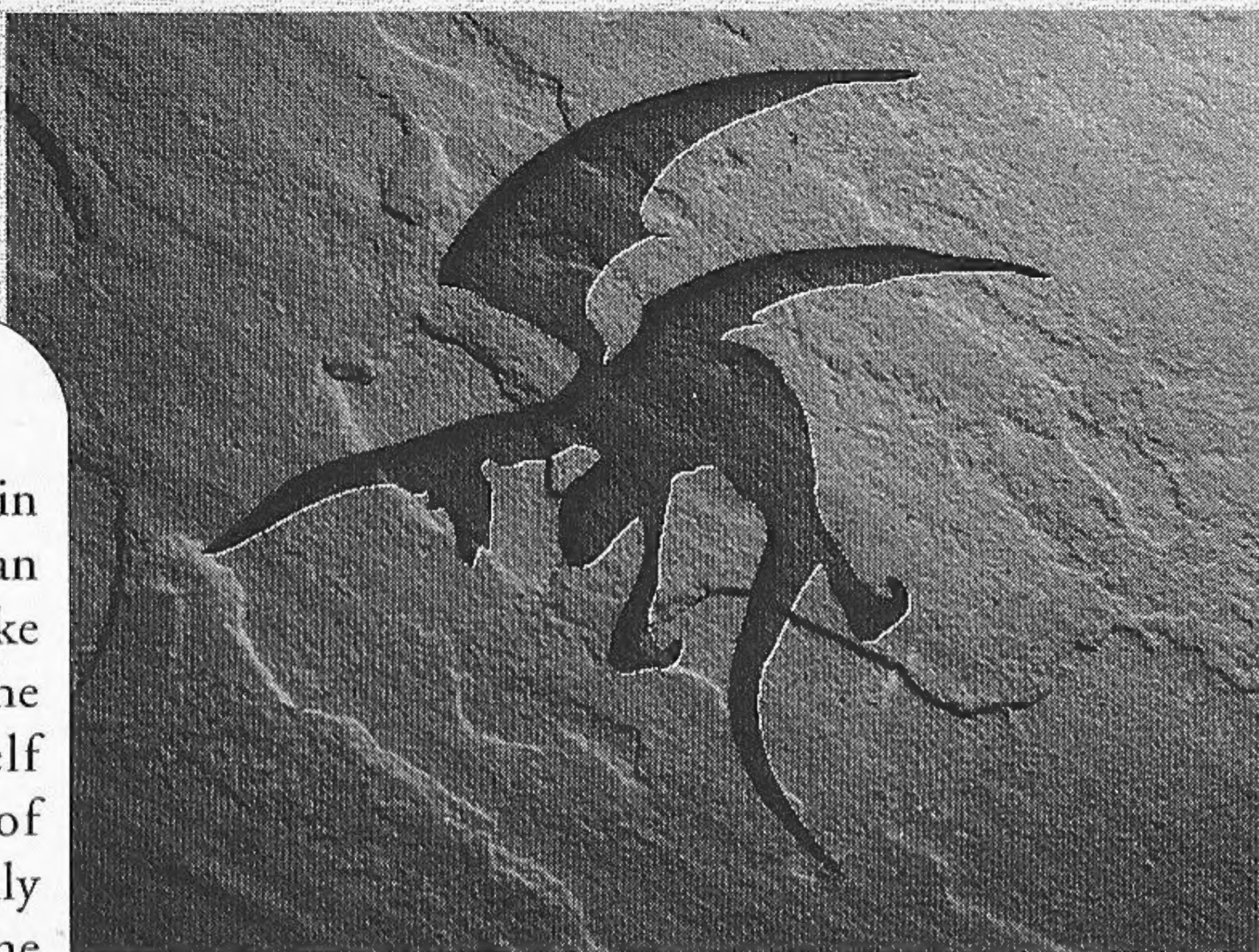
## Now, those ruins

have been uncovered once again by men who wish to use that ancient power to restore the Empire to its former glory. But chaos and revolt has struck the site of the excavation. Craymen, the leader of a rebel faction of the Imperial military, staged a bold coup to seize control of the ruins. A young guardsman, Edge, has been swept up in the whirlwind of strife and hurled into a world of events beyond his understanding. His mentor died at the hands of the Craymen traitors and he barely escaped with his own life.

## Edge tumbled

into a deep chasm, wounded in the rebel attack. Saved by an underground stream that broke his fall, he climbed from the waters to find himself surrounded by legions of menacing bio-creatures. Only the appearance of a fearsome dragon saved him from their jaws. But how did the dragon know of Edge's peril? And what is the reason for the strange bond between him and the mythical beast?

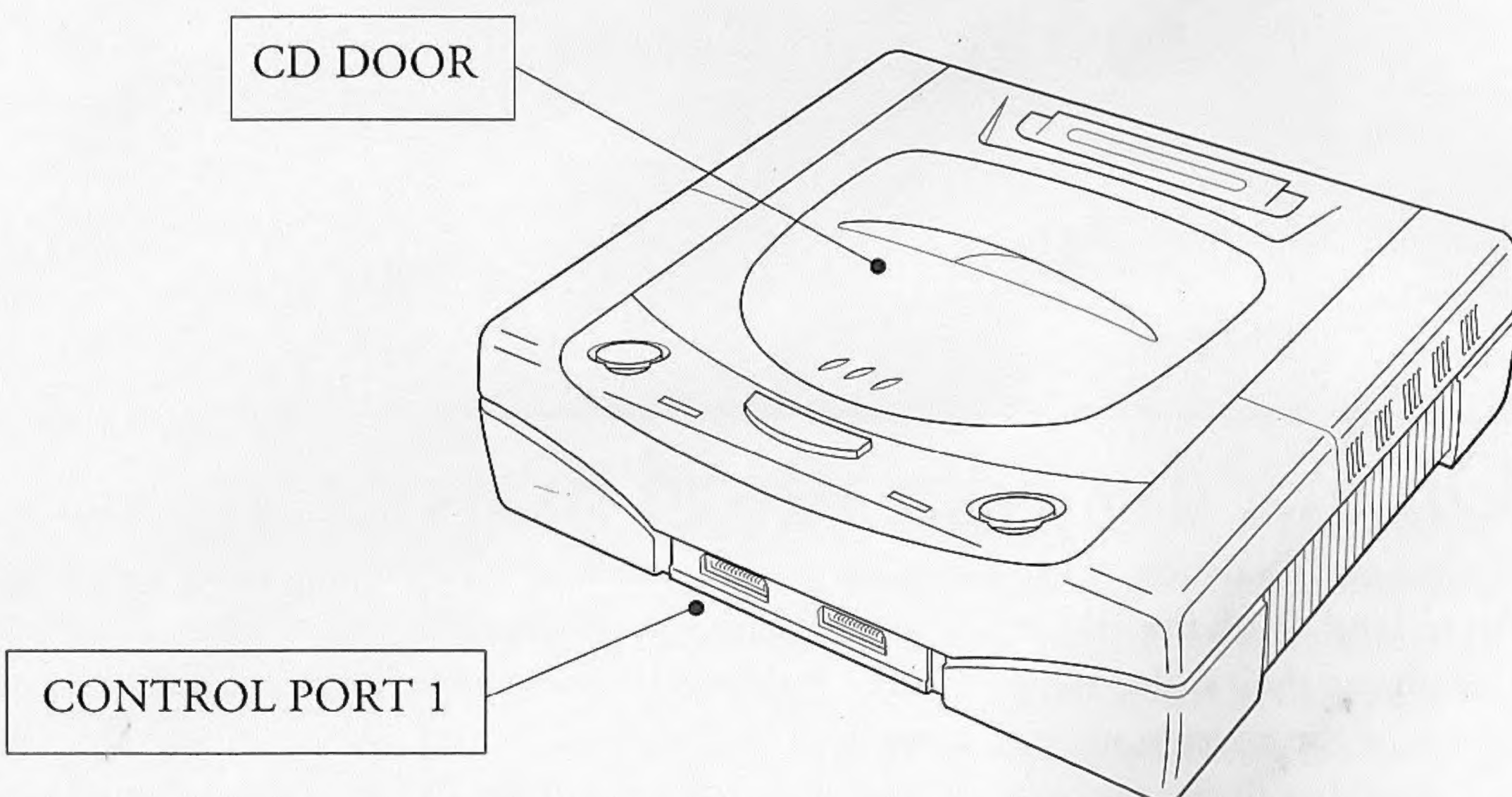## On that day Edge vowed to seek revenge

against the Craymen conspiracy. His travels will take him far across the face of this desert land. With the dragon his steed, he has sworn to break the rebellion and stop them from using their stolen power. And he is driven by an even deeper desire to discover the secret of the mysterious girl unearthed in the ruins. Fate has decreed the future of mankind lies in the outcome of Edge's search, and in the hands of the ancient young woman, Azel....
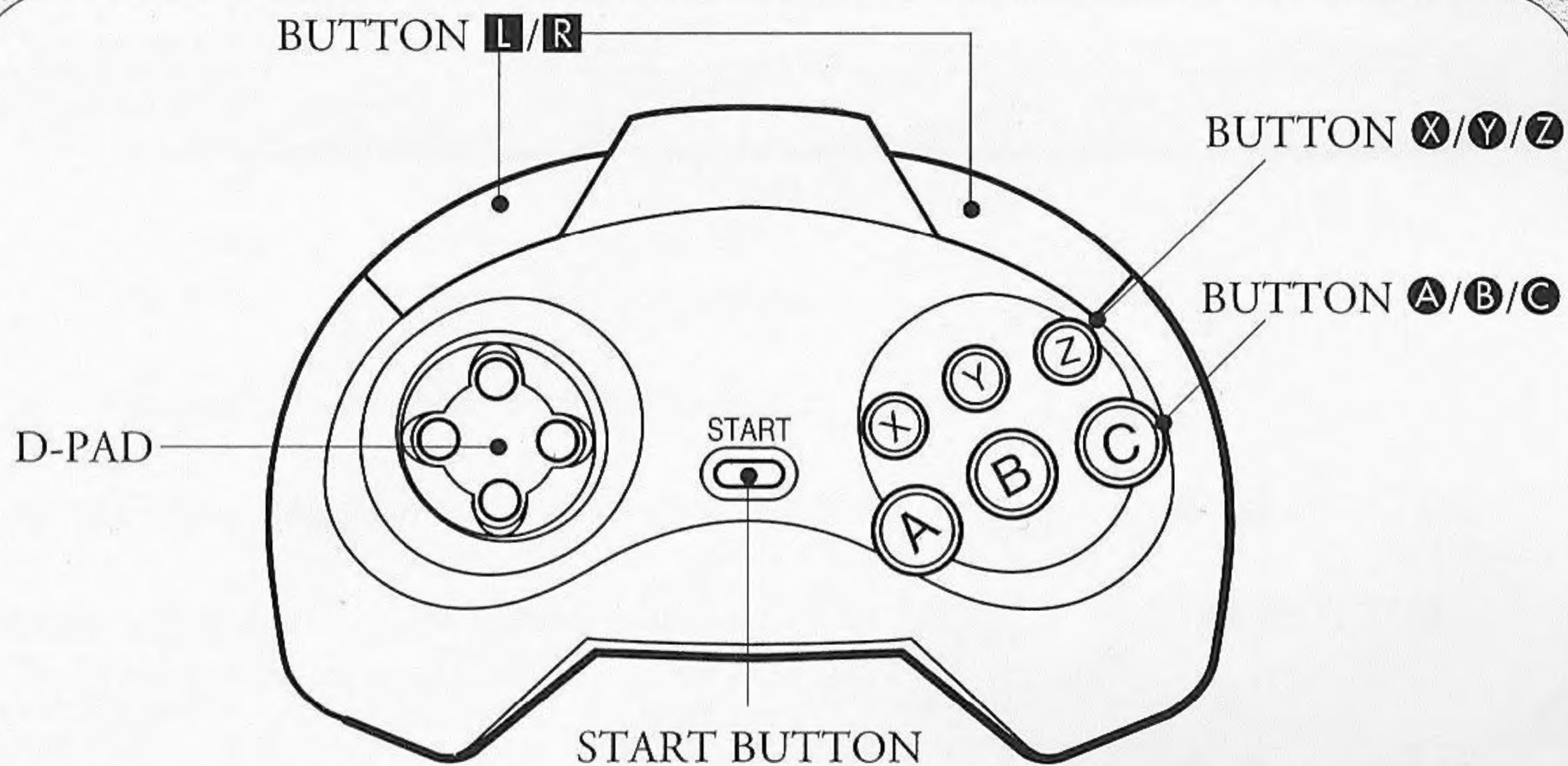
## • BEFORE PLAYING •

1.  Set up your Sega Saturn system as described in its instruction manual. Plug a Control Pad or 3D Control Pad (sold separately) into Control Port 1. *Panzer Dragoon Saga* ™ is for one player only.

2.  Place *Panzer Dragoon Saga* Disc One, label side up, in the well of the CD tray and close the lid.

3.  Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears onscreen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

    **Important:** This Sega Saturn CD contains a security code that allows it to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully with a clean, dry cloth, starting from the center of the disc and wiping straight out toward the edge.
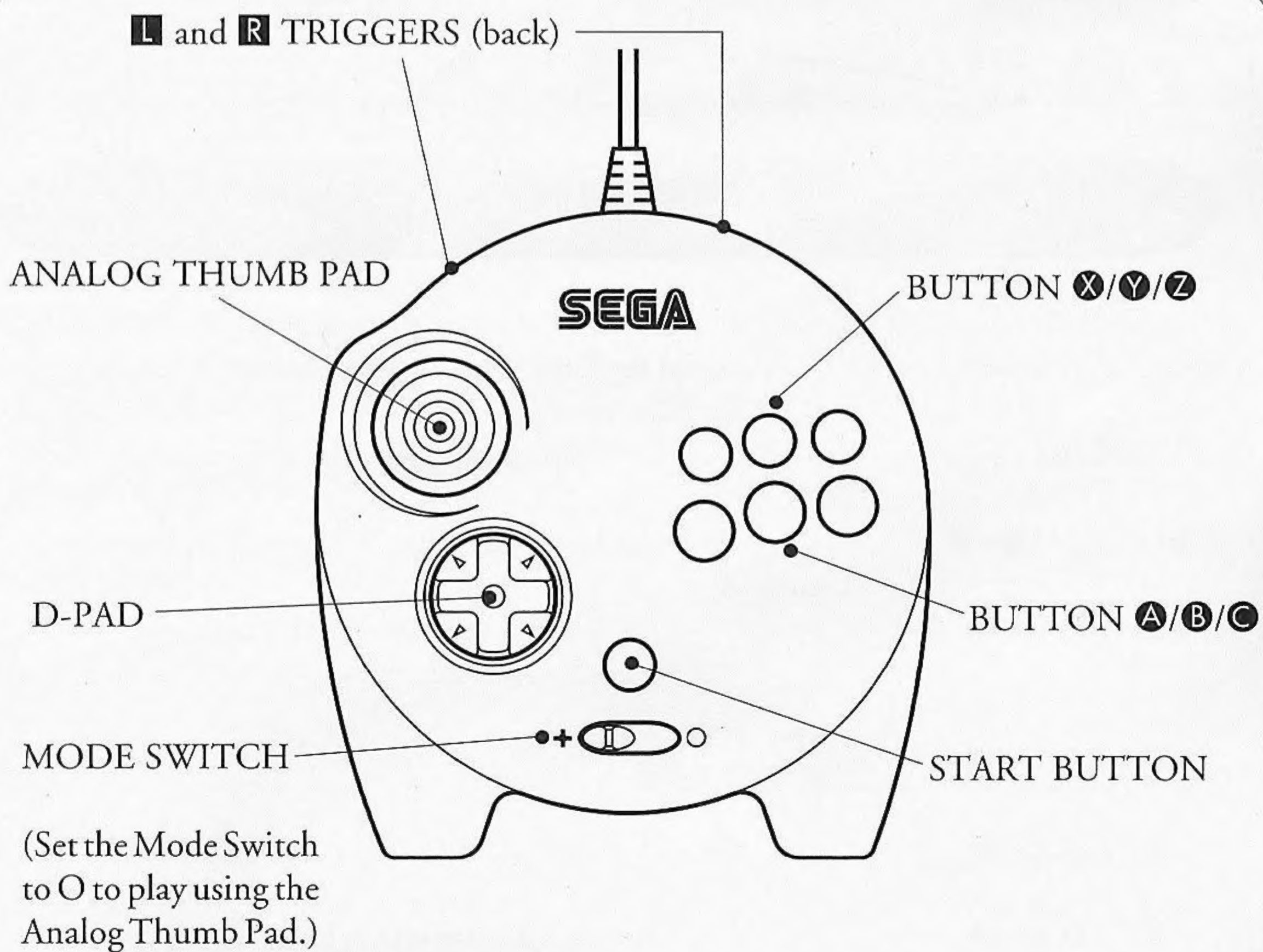
## The Sega Saturn®

CD DOOR

CONTROL PORT 1

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# • CONTROL PADS •

BUTTON **L**/**R**

BUTTON **X**/**Y**/**Z**

BUTTON **A**/**B**/**C**

D-PAD

START

START BUTTON

*See pages 6–7 for details on the Control Pad button functions.

**L** and **R** TRIGGERS (back)

ANALOG THUMB PAD

SEGA

BUTTON **X**/**Y**/**Z**

D-PAD

BUTTON **A**/**B**/**C**

MODE SWITCH

START BUTTON

(Set the Mode Switch
to O to play using the
Analog Thumb Pad.)

**NOTE** Press Buttons **A**+**B**+**C**+Start to stop a game in progress and return to
the game Title screen. Press the same combination again to access the Sega
Saturn Control Panel.

# • GAME CONTROLS •

## Walk (page 12)

| | |
|---|---|
| D-PAD or ANALOG THUMB PAD | Move Edge • Control Lock-On cursor (see page 12 for details on Lock-On mode) |
| START BUTTON | Display Player Menu (see page 22) |
| BUTTON Ⓐ•Ⓒ | Enter Lock-On mode • Select Lock-On object |
| BUTTON Ⓑ | Exit Lock-On mode • Deselect Lock-On object Press and hold to run in direction pressed on D-Pad |
| BUTTON Ⓧ•Ⓩ | Not used |
| BUTTON Ⓨ | Change view perspective |
| BUTTON Ⓛ•Ⓡ | Shift view left or right |

## Flight (page 14)

| | |
|---|---|
| D-PAD or ANALOG THUMB PAD | Press ◀▶ to turn • Press ▲▼ to soar or dive Control the Lock-On cursor in Lock-On mode (page 15) |
| START BUTTON | Display the Player Menu (page 22) |
| BUTTON Ⓐ•Ⓒ | Enter Lock-On mode • Select Lock-On object |
| BUTTON Ⓑ | Press and hold to fly forward Exit Lock-On mode • Deselect Lock-On object |
| BUTTON Ⓧ | Not used |
| BUTTON Ⓨ | Display Field Map (see page 27) |
| BUTTON Ⓩ | Display Destinations window (see page 14) |
| BUTTON Ⓛ+Ⓑ | Fly backward |
| D-PAD left/right +Button Ⓡ | Turn 180 degrees (when stationary) Corkscrew Spin (when moving) |

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## Battle (page 16)

| | |
|---|---|
| D-PAD or ANALOG THUMB PAD | Press ◀▶ to circle enemy (see page 18) Control Lock-On cursor for gun |
| START BUTTON | Display Command Window (see page 19) |
| BUTTON Ⓐ | Fire gun • Select command |
| BUTTON Ⓑ | Fire homing laser • Cancel command |
| BUTTON Ⓒ | Display Command Window • Enter command |
| BUTTON Ⓧ•Ⓨ•Ⓩ | Not used |
| BUTTON Ⓛ•Ⓡ | Not used |

## Selection Menus & Windows

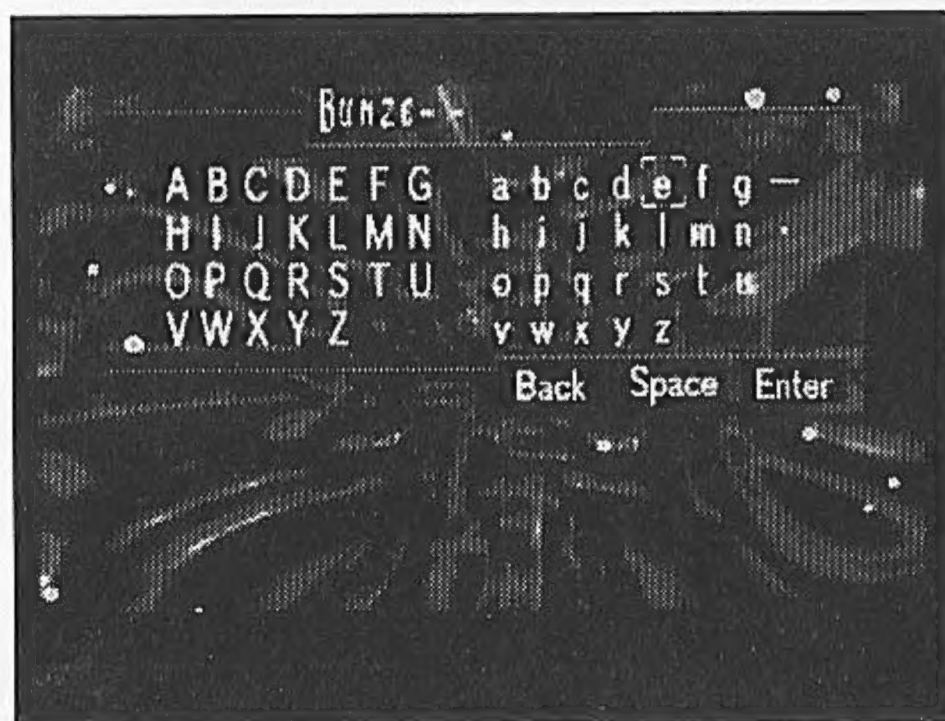| | |
|---|---|
| D-PAD or ANALOG THUMB PAD | Highlight item • Move cursor |
| START BUTTON | Return to Game screen |
| BUTTON Ⓐ•Ⓒ | Select highlighted item |
| BUTTON Ⓑ | Cancel selection • Go back one screen |
| BUTTON Ⓧ•Ⓨ•Ⓩ | Not used |
| BUTTON Ⓛ•Ⓡ | Not used |

**NOTE** The button functions for the game can be reconfigured. Press Start during gameplay to bring up the Player Menu and select Controls from the Options submenu. See page 27 for details.

Insert Disc One to start the game. An opening movie begins playing when you load Disc One. To skip the movie, press Start. Following the movie, the Title screen appears. Press Start from the Title screen to bring up a menu prompting you to select NEW GAME or CONTINUE. Scroll through selections by pressing ◀▶, and press Ⓐ or Ⓒ to enter.

## New Game

When you select NEW GAME, the Name Entry screen appears after a movie sequence. Enter your name. Highlight characters by pressing the D-Pad, and select by pressing Ⓐ or Ⓒ. Press Ⓑ to delete the last character entered. Select END to finish entering your name.

NOTE The name you enter will appear in game data screens, but will not change the hero's name (Edge) in gameplay story text.

## Continue

To continue a previously saved game, select CONTINUE from the Title screen menu. A screen displaying the currently available memory media appears. Select to load data from the internal RAM or a Backup™ memory cartridge (if you have one inserted). The Backup memory cartridge is sold separately.

After you select a memory type, the available data files are displayed. Press ⬆⬇ to highlight a file name, and Ⓐ or Ⓒ to select the highlighted file.

See page 11 for details on saving game data.

# • GAME STRUCTURE •

Together with his dragon mount, Edge has vowed to pursue Craymen's forces to avenge the death of his mentor and discover the secrets of Azel. The story unfolds in the different modes described below. Refer to the sections regarding each mode for details on interactions within the mode, and switching between modes.

At a certain point in the progress of the story, game tutorials appear. The tutorials contain information and examples of the Battle and Dragon Type Select systems. Highlight items in the tutorial menus by pressing ⬆⬇, and press Ⓐ or Ⓒ to select and view.
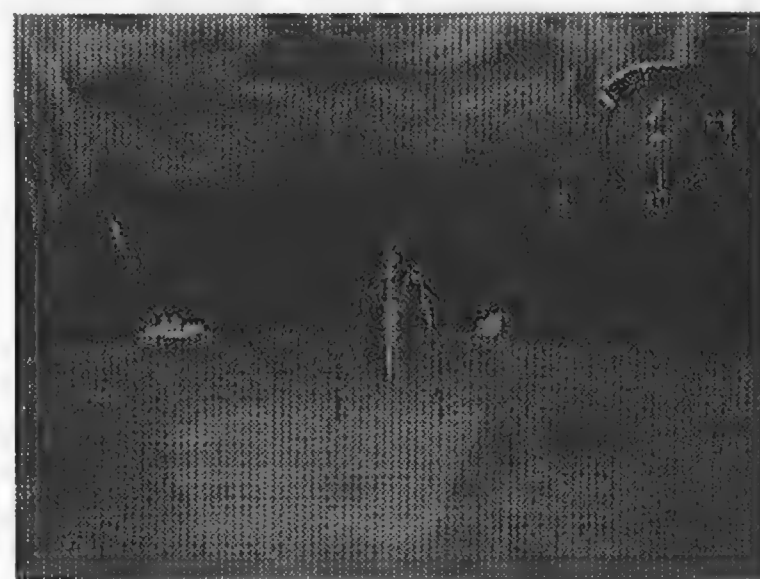
## WALK

This field type is displayed in towns, caravans and camps, etc. while Edge is on foot. In this mode, Edge can hold conversations, buy items from shops and explore other areas of interest. See the section beginning on page 12 for details on Walk mode.
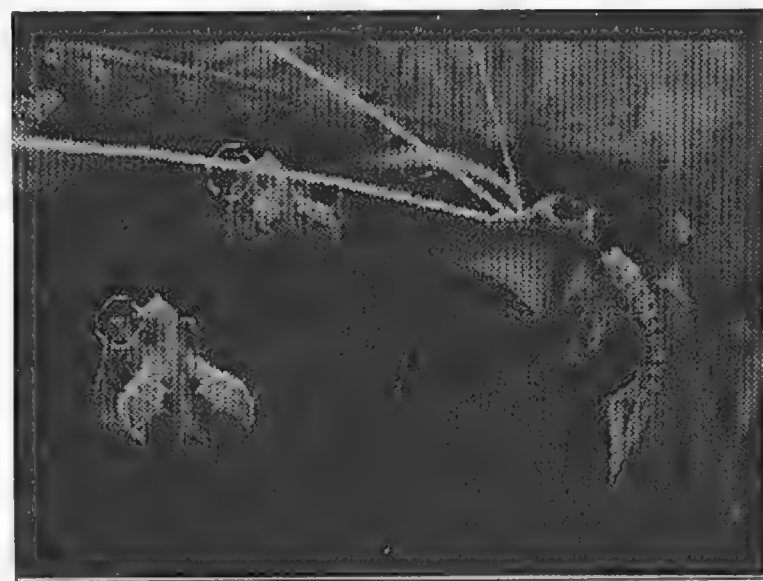
## WORLD MAP

The World Map shows the currently available destinations. As the story progresses, more destinations appear. See page 10 for details on displaying and moving within the World Map.

## FLIGHT

This field is displayed when Edge is exploring areas while riding his dragon. See pages 14–15 for information on Flight mode.

## BATTLE

When Edge encounters an enemy in Flying mode, the game automatically shifts into Battle mode. The game stays in this mode until the end of the fight. See the section beginning on page 16 for details on Battle mode functions and controls.

## • WORLD MAP •

To access the World map from within a Walk or Flight Mode field, press Start to display the Player Menu (see page 22) and select the map icon. Select YES when prompted to switch to World Map mode. (Be warned, there are some areas from which it is impossible to access the World Map.)
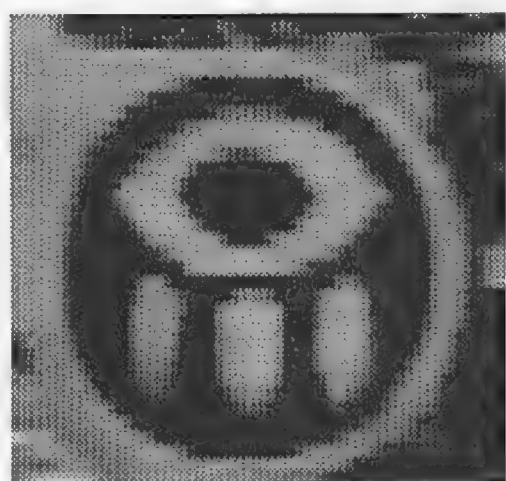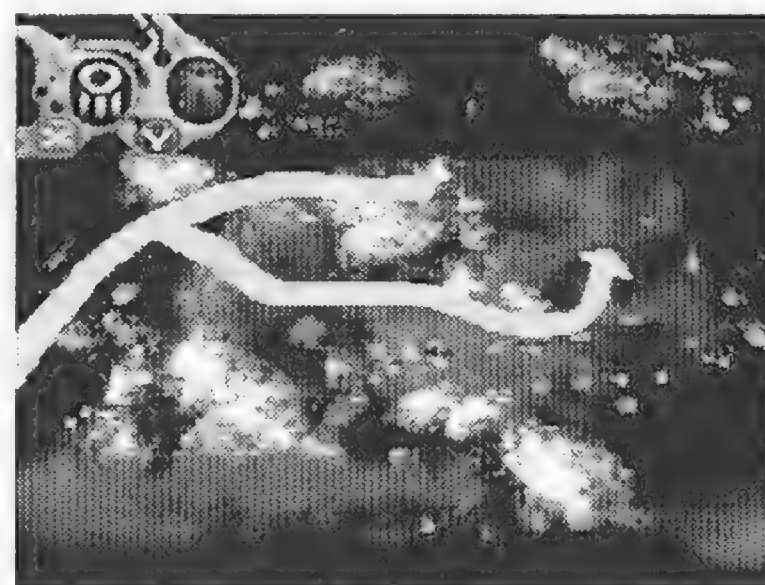
You can also access World Map mode by crossing the boundary of the field Edge is exploring. When prompted, select to switch to World Map mode, or to return to the current field and mode. In some fields, a third option appears, allowing you to wait until the following morning (or evening). Important changes can take place over the course of a day – be sure to visit areas both by day and night.

## Within the World Map

Once in World Map mode, highlight fields by pressing the D-Pad to position the cursor over the desired destination icon. The name of the highlighted field appears. Press Ⓐ or Ⓒ to enter the highlighted field. The game automatically switches to Walk or Flight mode, depending on the field selected.

During the course of Edge's adventure, the current positions of the Imperial forces and Craymen's rebels appear on the World Map as they vie for dominance. Press Ⓧ to display the Craymen fleet's position, or Ⓨ to show the Imperial forces.

CRAYMEN                    EMPIRE

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# • GAME DATA •

Game data can be saved in Walk mode by entering a camp and selecting the tent with the Lock-On target sight (see page 12). In Flight mode, data can be saved by accessing a Save Monolith (see page 15). After locking onto and selecting one of these objects, press Ⓐ or Ⓒ to bring up the Game Data Media Select screen, or Ⓑ to cancel.

## Media Select
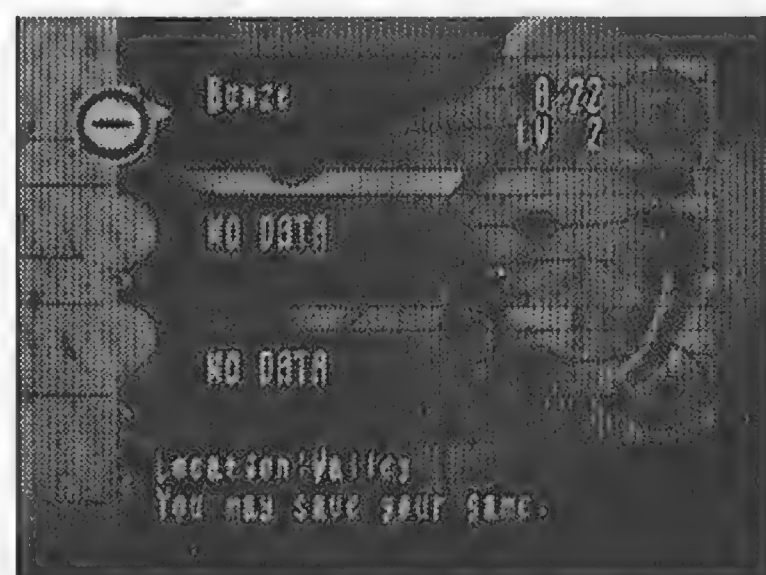
When you opt to save game data, the Media Select screen appears, showing icons for the backup memory media currently available. Highlight a memory type by pressing ⬆️⬇️, and press Ⓐ or Ⓒ to select.



## Data Location

After you select a memory type, the Data Location screen appears. Select a file to overwrite, or an empty location to create a new data file. When you select to overwrite an old data file, a confirmation message appears. Press Ⓐ or Ⓒ to confirm, or Ⓑ to cancel.
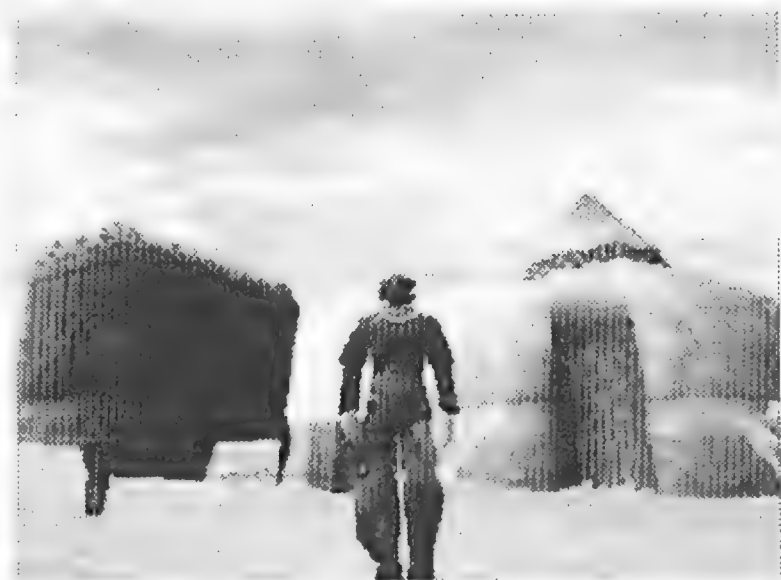


## Game Over

In the event that you lose a fight in Battle mode, the game ends and the Game Over screen appears. Select CONTINUE from the Game Over screen to access game data files, and continue the game from the last saved location.



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## • WALK •

When Edge explores towns, caravans and other areas on foot, the game is in Walk mode. Press the D-Pad to move Edge around the screen. Press and hold **B** while moving to run. See page 6 for a listing of all the button functions in Walk mode.
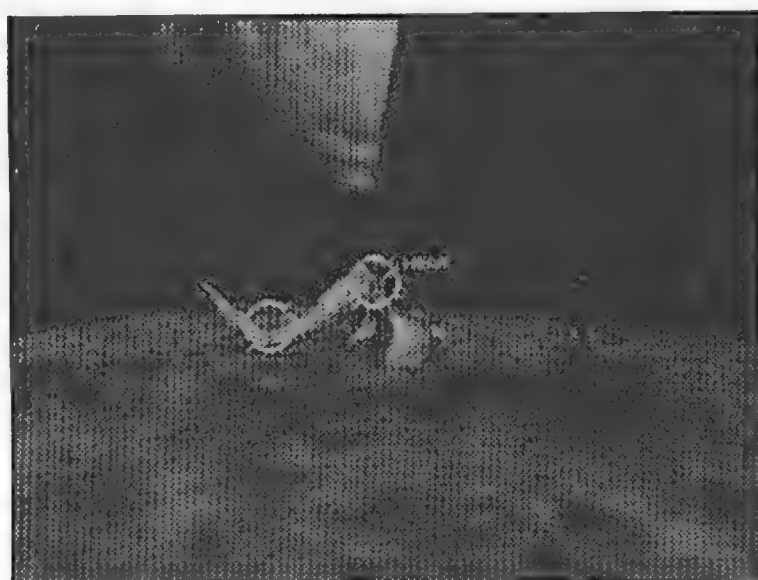
## Lock-On Target System

The Lock-On target system lets Edge investigate and interact with his surroundings. Press **A** or **C** to enter Lock-On mode. In Walk mode, the Lock-On cursor does not automatically appear over the nearest available target object. Press the D-Pad to move the cursor around the screen. When the cursor passes over a target object (or person), a message reading FAR or NEAR appears next to the cursor, indicating Edge's distance from the object. Some objects can only be thoroughly examined from a NEAR distance, while a FAR distance may allow Edge to eavesdrop on conversations undetected.

Depending on the type of target highlighted, you will either automatically search the object, or an option window will appear. Press ⬆ or ⬇ to highlight an option, and **A** or **C** to select. Press **B** to exit Lock-On mode. When speaking to other characters, press **L** to slow the speed of the message display, or **R** to speed it up.

## Camp

Enter the camp from the World Map to allow Edge and his dragon to rest before continuing their journey. HP and BP are fully restored after a stay at the camp.
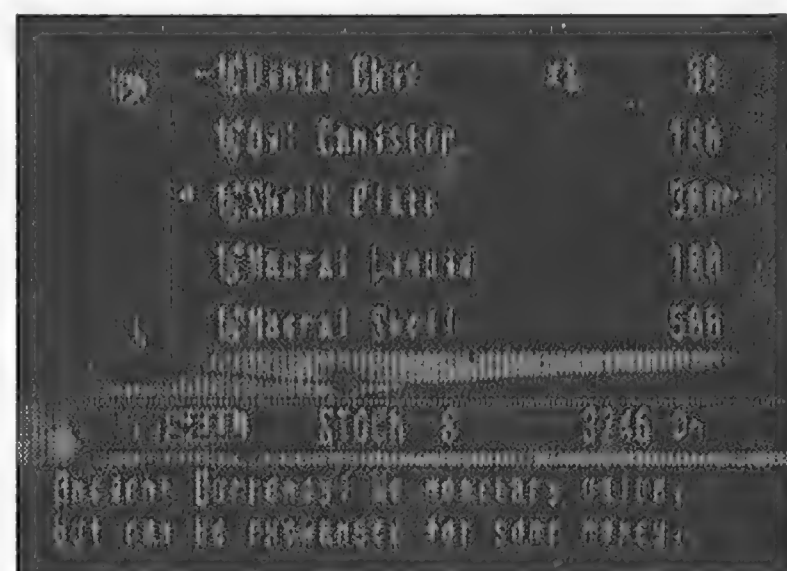
Select the tent using the Lock-On target cursor to save your current game data. See page 11 for details on saving data.
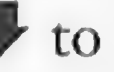
The camp environment also gives Edge the opportunity to communicate with his dragon. Selecting the dragon from a FAR distance gives Edge an idea of its general mood. When the dragon is selected from a NEAR distance, a list of communication options appears for you to choose from. The way they communicate in camp helps determine how the relationship between Edge and the dragon develops.
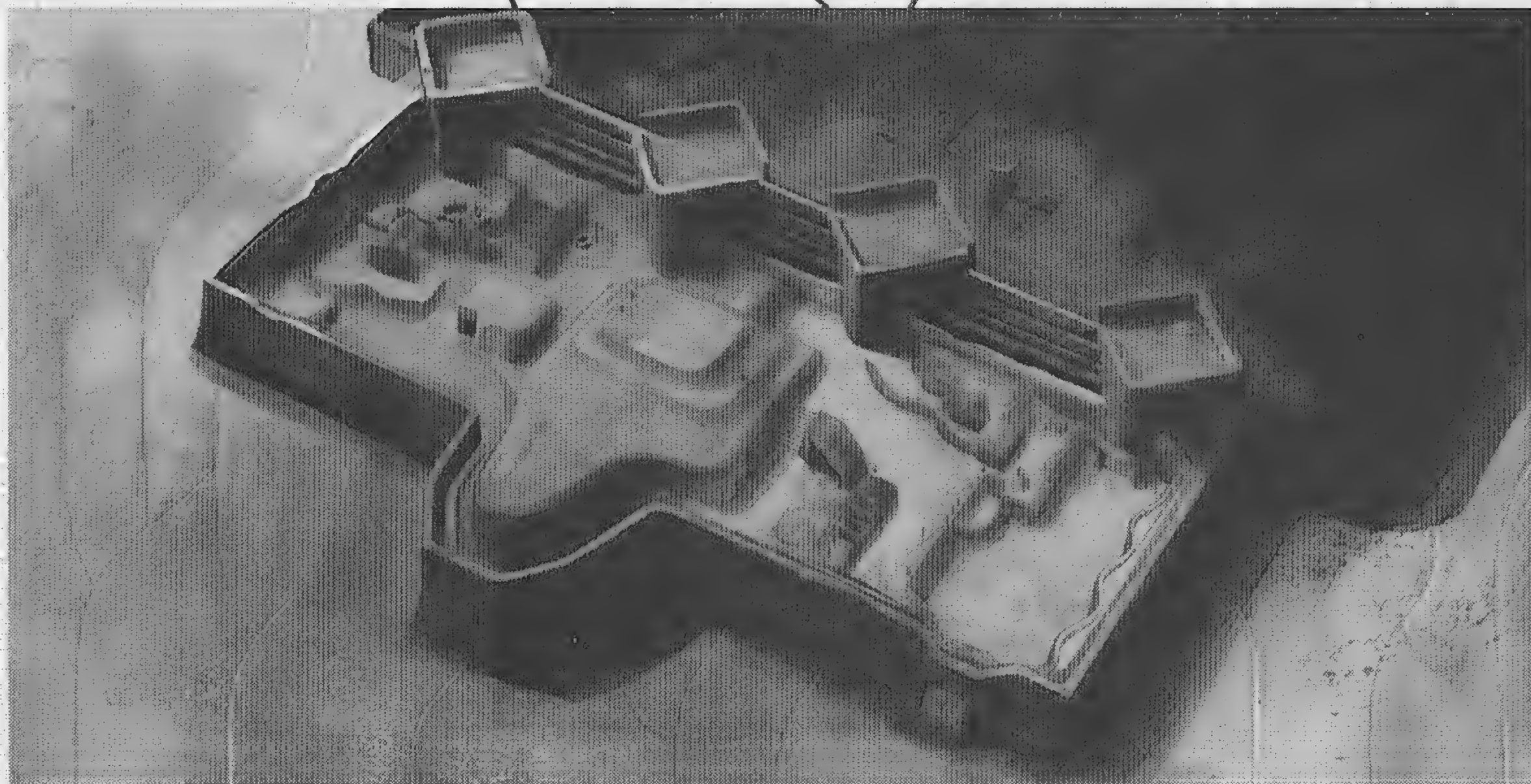
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## Buying and Selling

Most populated areas have a shop where Edge can buy and sell items. When you enter a shop, target the shopkeeper and select DEAL from the action menu that appears. The Buy–Sell screen appears, allowing Edge to buy and sell items.

Press the D-Pad ◀▶ to highlight either BUY or SELL at the bottom left of the screen. Next press ▲▼ to highlight the icon for the type of item you want to buy or sell, and press Ⓐ or Ⓒ to select. See page 23 for descriptions of item types.
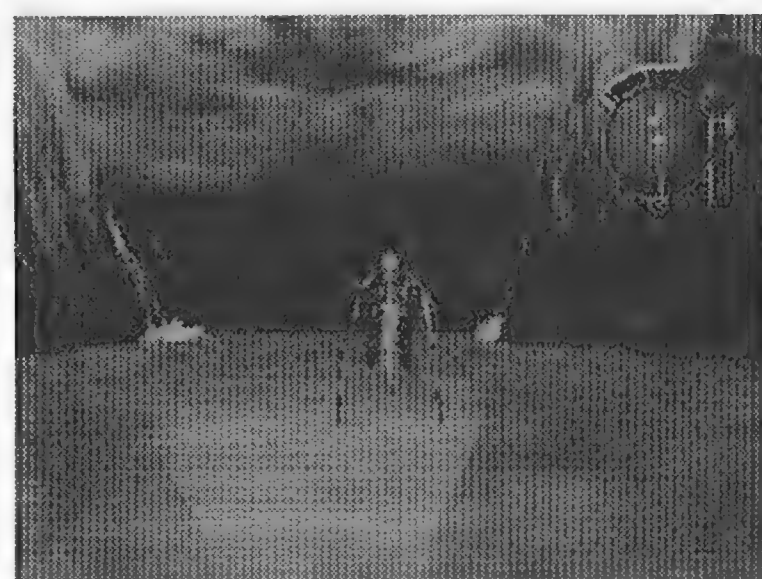
After selecting the item type, highlight the item you want to buy or sell from the list that appears by pressing ▲▼ to scroll through the list, and ◀▶ to turn to the next page of items (if there is one). Press Ⓐ or Ⓒ to select.

To buy or sell more than one of a particular item, press ▲▼ while the item is selected to increase or decrease the amount. The number of the item Edge currently has is displayed next to the word STOCK at the bottom of the screen. Press Ⓐ or Ⓒ to buy or sell the number of the item displayed.

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# • FLIGHT •

When Edge is exploring a field while mounted on his dragon, the game is in Flight mode. Press ◀▶ to steer the dragon left or right, and ▲▼ to soar or dive. Press and hold Ⓑ while flying to increase speed. See page 6 for a list of all the button functions in Flight mode.



## Dragon Radar Display

The dragon radar display appears in the upper right corner of the Flight mode screen. Use the following key to read the radar display output.

**❶  Bearing**
Shows the direction the dragon is currently facing in relation to due north.

**❷  Altitude**
This gauge indicates the dragon's flight altitude. A higher red bar indicates a higher altitude. When the gauge is full, the dragon is flying at the maximum altitude for the field.
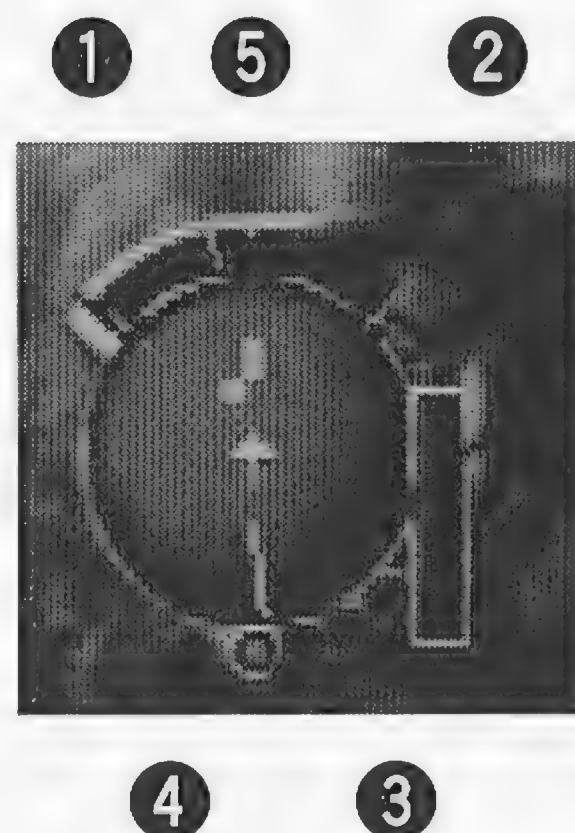
**❸  Speed**
Shows the dragon's speed. A full gauge indicates maximum speed.

**❹  Target**
The dragon radar display shows the location and type of any Lock-On targets in the dragon's vicinity. The target type is indicated by color: green for **Access**, red for **Break**, blue for **Enter** and yellow for **Caution**. See the next page for an explanation of the Flying mode Lock-On targeting system.

**❺  Navigator**
Shows the direction of the destination currently selected in the Destinations window (if any). Follow this indicator to fly toward the destination. Press Ⓩ in Flight mode to bring up the Destinations window. Press ▲▼ to highlight a destination in the current field, and Ⓐ or Ⓒ to select. (There are some areas from which the Destinations window cannot be accessed.)



*When Edge gains possession of a certain item, the color of the Dragon Radar display changes in response to danger in the immediate area. The color shifts from blue in relatively safe areas, to yellow as the danger of attack increases, to red when an attack is imminent.

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## Lock-On Target System

The Lock-On target system allows Edge to examine and acquire objects in the surrounding area. Press Ⓐ or Ⓒ to enter Lock-On mode. The Lock-On target cursor appears onscreen, positioned over the target closest to the center of the screen. To highlight another target object, move the cursor around the screen by pressing the D-Pad in any direction. Position the cursor directly over an object to determine its type, and press Ⓐ or Ⓒ to select it. Press Ⓑ to exit Lock-On mode

The cursor's appearance changes depending on the type of target object highlighted. The four Lock-On target types are:

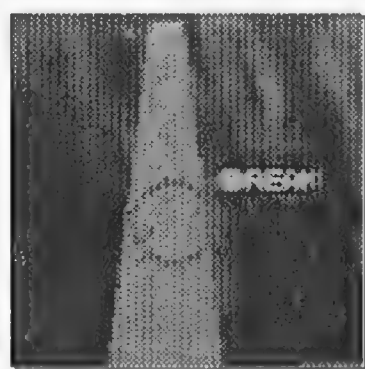| ENTER | ACCESS | BREAK | CAUTION |
|---|---|---|---|
| Appears over doors and other entrances. Select to go inside the target location. | Appears over monoliths and similar objects. Select the target to utilize it. | Indicates a breakable target. Press Ⓐ or Ⓒ to fire the homing laser and break the target open. | Appears over objects that produce actions other than the previous three types. |

The dragon's Lock-On laser rank increases from 0 to 6 as it gains experience during the course of the game. Some **Break** targets can only be broken by lasers of a certain rank or higher. For targets which require a laser rank of higher than 1, the necessary rank level appears next to the Lock-On icon onscreen. See page 22 for information on checking the Lock-On laser's rank.

## Special Items

### Break Target
Break targets may contain items that can help Edge on his journey. Break the target open with the Lock-On laser to acquire the item inside. Some targets can only be broken by lasers of a certain rank.

### Map Monolith
The Map Monolith contains Field Map data. Access this monolith to view the entire Field Map for the current field. See page 27 for details on viewing the Field Map.

### Save Monolith
This is a memory storage system from the Ancient Age. Access the Save Monolith to save your current game data (see page 11).

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# • BATTLE •

When Edge encounters hostile creatures or enemy forces in Flying mode, the game automatically shifts to Battle mode. The *Panzer Dragoon Saga* battle system utilizes the Real-Time Synchronicity Combat system described on the following pages. Read the entire section, and complete the in-game tutorial (see page 9) to become completely familiar with the Synchronicity system.

Press Ⓒ during a battle to display the Command window (page 19) and select an action. Press Ⓐ to fire Edge's gun, or Ⓑ to fire the dragon's homing laser.

## Elements of Battle

- **Real-Time Combat**

All fights are carried out in real-time – timing and quick decision-making are essential. You must allow the Synchronize gauge (see below) to build up before you can perform an attack or other action. Your enemies are also bound by the laws of Synchronicity, which means you may be able to strike first while your opponent is readying for an attack.

- **Positioning**

The second important element of battle is positioning. The dragon's battle radar display shows areas of safety and danger in respect to the enemy. Use this information to gain a safe vantage where you can rest while the Synchronize gauge refills between attacks.

## Battle Screen Output

See page 19 for information on Command window items.

SHOT
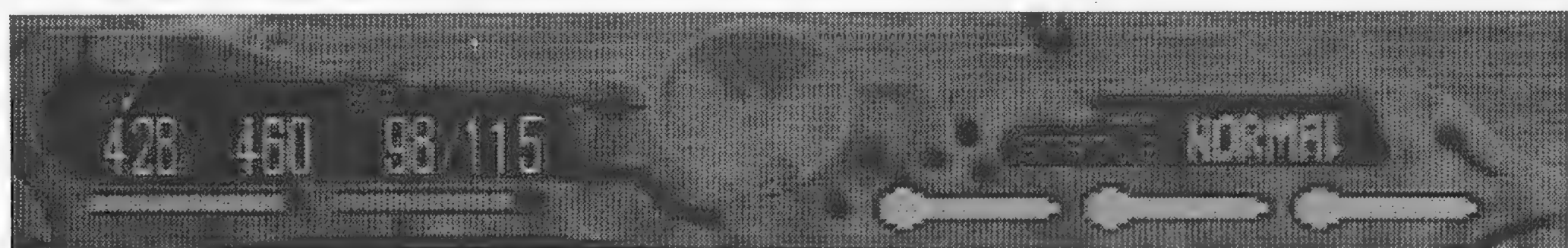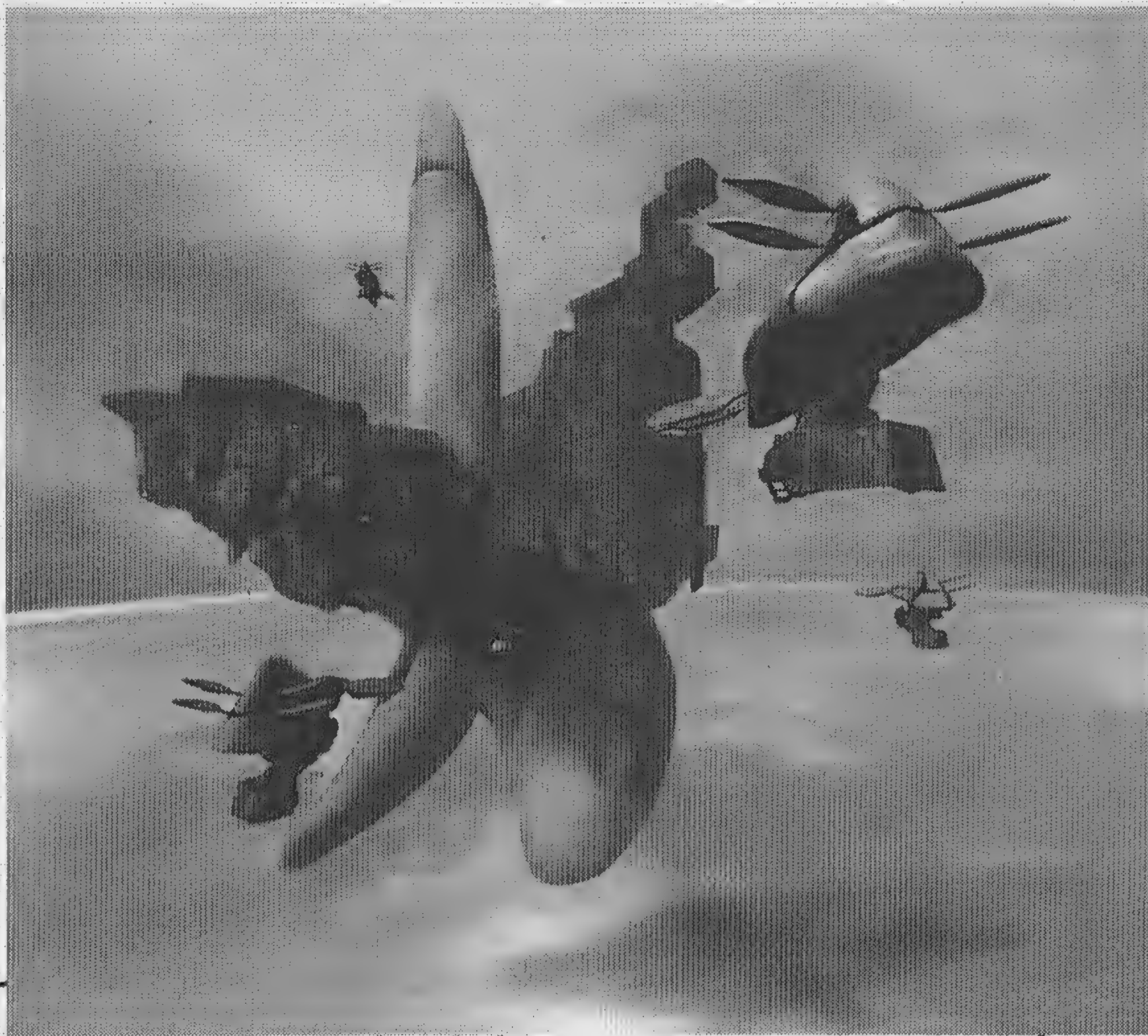HOMING LASER
ITEM
BERSERK
CUSTOMIZE
TYPE SELECT

① ② ③ ④ ⑤

428  460  98/115          NORMAL

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## Screen Output Key

**❶ Hit Points (HP)/Maximum Hit Points**

Displays the remaining and maximum number of HP for the dragon in both numerical and gauge readouts.

**❷ Berserk Points (BP)/Maximum Berserk Points**

Shows the current and maximum BP levels in numerical and gauge readouts. BP are used by the dragon to launch special Berserk effects (see page 19).

**❸ Battle Radar**

Shows the position of the dragon in relation to its opponent(s). The battle radar display is divided into four sectors, which change colors to indicate the danger of enemy attack. See page 18 for details on using the battle radar for positioning and reading danger levels.

**❹ Status**

Indicates the dragon's current condition. When the dragon is in good condition, the status reads NORMAL. Some enemy attacks affect the dragon's status, and require the use of an item or Berserk action to restore the status to NORMAL.

**❺ Synchronize Gauge**

Every battle action other than positioning consumes Synchronicity. This gauge shows the current amount of Synchronicity Edge has accumulated, up to a maximum (full gauge) of three. Synchronicity builds up when the dragon is stationary and not performing any actions or attacks. A light flashes from the dragon each time the gauge increases by one level. Most actions only consume one gauge, but some require more.
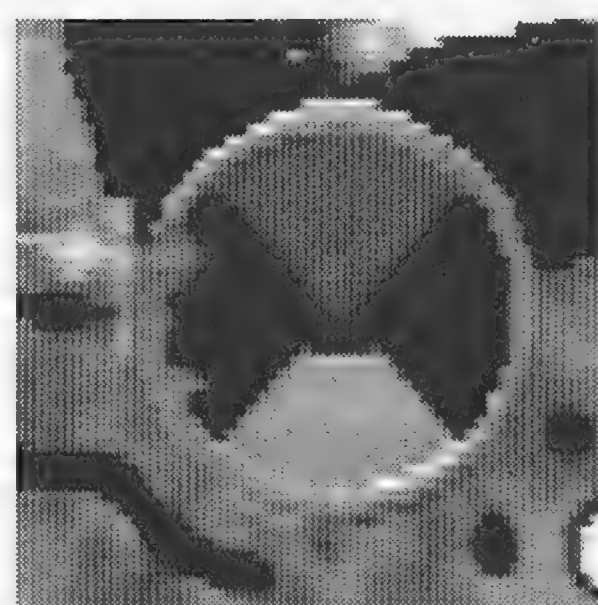
## Positioning

Positioning is a critical part of every battle, allowing you to launch high-damage attacks on your opponent, or evade the enemy's most powerful weapons. You can change the dragon's position at any time during the battle that you are not performing an action or launching an attack. Synchronize gauge levels do not accumulate when the dragon is changing position, so it's best to find a good position quickly and stay there while your Synchronize gauge refills.

In most battles, you can circle around the enemy in 90° increments to the left or right. Press the D-Pad ◀ to circle clockwise, ▶ to circle counter-clockwise around the enemy. There are some battle scenes where you cannot completely circle around the enemy because of obstructions.

The dragon's battle radar indicates areas of safety and danger by a color code. Radar sectors colored green are safe from enemy attacks. Sectors where the enemy can launch a normal attack have no color. Red indicates a sector where the enemy can launch high-damage or dangerous, status-affecting attacks.
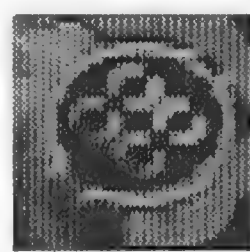
## Tactics

Pay attention to its attack patterns and timing when you first encounter a new type of enemy. Knowing when a creature is likely to attack, or how long a weapon takes to recharge will help you develop successful positioning and attack tactics. Try to move to safe sectors just as your opponent is ready to attack, and to keep the enemy in a position where your attacks will be most effective.

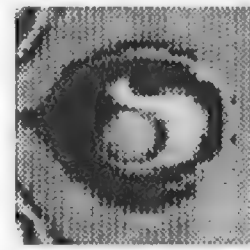Press © or Start during a battle to display the Command window. Highlight Command window icons by pressing ⬆⬇, and press Ⓐ or © to select the highlighted icon. Press Ⓑ to exit the Command window without making a selection. The battle is paused while the Command window is open – neither side can attack, and Synchronicity does not accumulate. Some Command window icons are unavailable at certain points in the game.
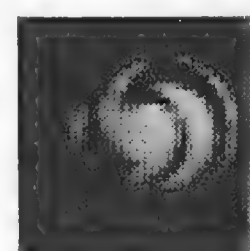
**Shot** Select this to fire Edge's gun at a single enemy, or one part of a large enemy. Move the gunsight around the screen by pressing the D-Pad, and press Ⓐ or © to fire. The gun can also be fired by pressing Ⓐ without opening the Command window. The gun is useful for attacking weak points (see page 20).

**Homing Laser** Use the homing laser to fire at multiple targets. The lasers home in on the targets nearest to the dragon. The number of lasers increases each time the dragon undergoes a model change (see page 21).
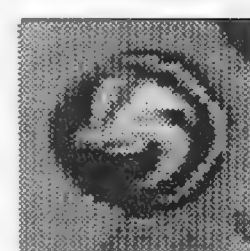
**Item** This allows you to select an item to use in battle. Press the D-Pad ⬆⬇ to highlight items in a list, and ⬅➡ to change list pages if you have more than one page of items. Press Ⓐ or © to use the highlighted item.

**Berserk** Select a Berserk effect to use. Press ⬅➡ to select a Berserk class, and ⬆⬇ to highlight effects in that class. Press Ⓐ or © to activate the effect. Berserk effects consume from 1 to 3 Synchronize gauge levels, depending on class and type.

**Customize** This screen allows you to change the parts equipped to Edge's gun (if you have acquired any additional Gun Parts). Up to two Gun Parts can be equipped at one time. Press ⬆⬇ to highlight a part, and Ⓐ or © to equip it. Customizing the gun expends one Synchronize gauge level.

**Type Select** This screen lets you change the dragon type. Move the cursor around screen by pressing the D-Pad. The cursor location determines the dragon's type, and its Attack, Defense, Spiritual and Agility ratings. See page 24 for details on the different dragon types and ratings.

## Enemy Defenses

**Anti-Shot/Anti-Laser** Some targets have a strong resistance to physical shocks, making them immune to the effects of Edge's gun. Others are immune to optical rays, such as the dragon's homing laser. The Anti-Shot or Anti-Laser message appears next to the Lock-On target when it identifies such a target.

**Weak Point** Most targets have a flaw in their armor, making them vulnerable to attack at that point. Try to locate each opponent's Weak Point and concentrate your attacks there.
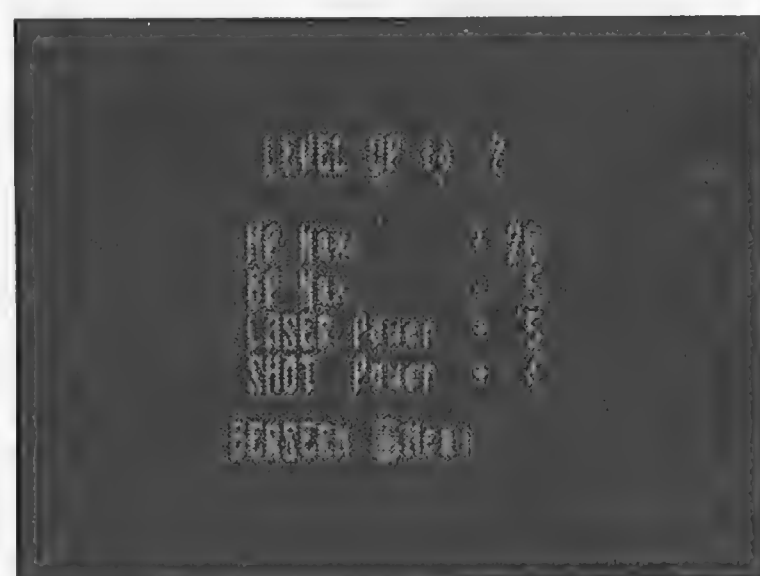
## Evaluation

A battle ends when you reduce the enemy's HP to zero, or your dragon loses all its HP (see Game Over on page 11).

After each successful battle, the Evaluation screen appears showing an evaluation of your performance, from Narrow Escape (worst) to Excellent!! (best). This screen also shows the amount of experience points (EXP) and money (DYNE) earned for the fight, as well as any items obtained. Edge gains more experience, money and items for well-fought battles, so try to fight as efficiently as possible in every encounter.,
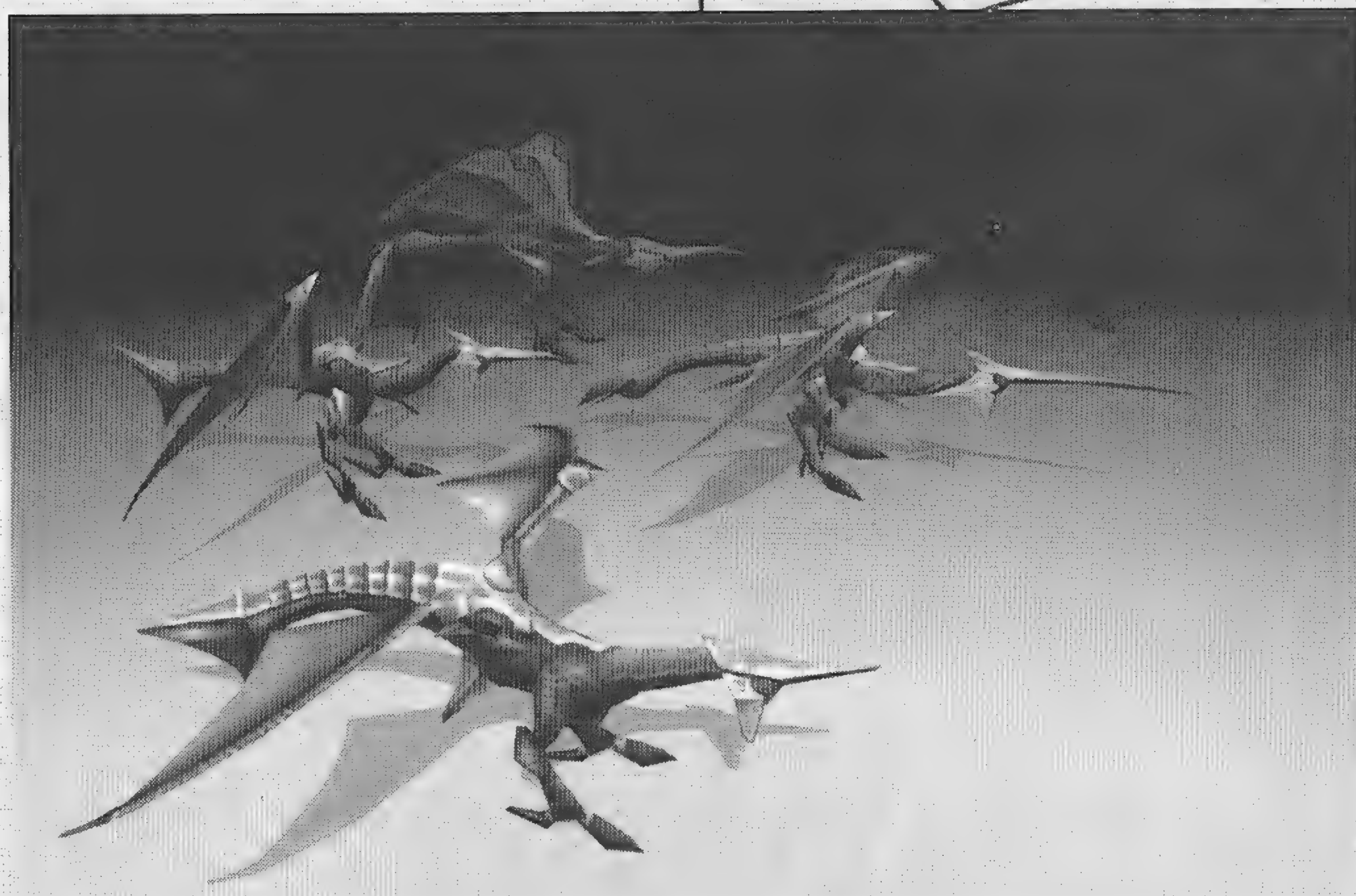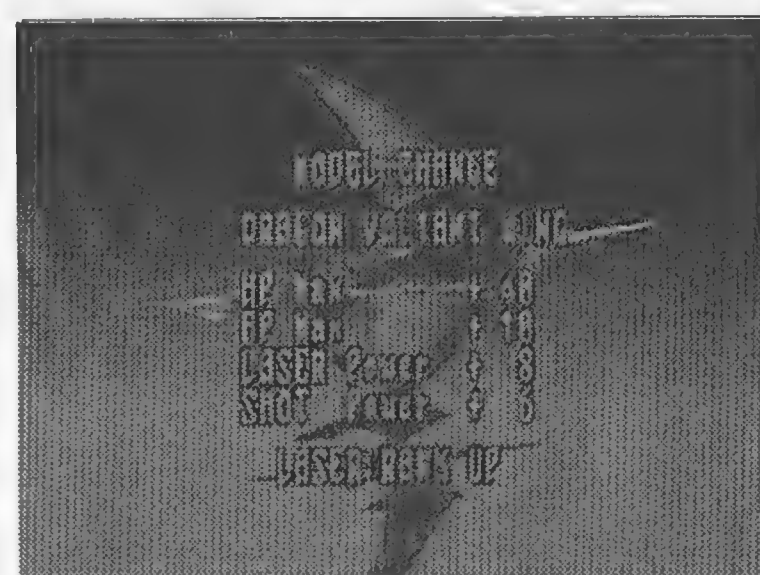
## Level Up

When Edge accumulates the required EXP to gain a level, the Level Up screen appears. The dragon's HP, BP and Laser Power, along with Edge's Shot Power all increase with each new level. At some levels, the dragon will also learn new Berserk effects. All newly acquired points and abilities are displayed on the Level Up screen.

## Model Change

After gaining a certain number of levels, the dragon undergoes an evolutionary model change, with increases in Lock-On Laser Rank and the number of homing lasers that can be fired simultaneously. After the dragon makes the model change to Model 1: Valiant Wing, the dragon Type Select function is enabled.

## • PLAYER MENU •

Press Start when walking or flying through a field to call up the Player Menu. Press **B** to exit the menu screen.

❶
❷
❸
❹
❺
❻
❼

❽

**❶  LV**
Shows the dragon's current level.

**❷  HP/Maximum HP**
Shows the dragon's current and maximum HP. If the HP fall to zero, the game is over (see page 11).

**❸  BP/Maximum BP**
Shows the dragon's current and maximum Berserk points.

**❹  EXP**
Shows the number of experience points Edge has acquired so far.

**❺  NEXT**
This gauge shows the amount of experience points needed to advance to the next level.

**❻  DYNE**
Shows the amount of money (Dynes) Edge currently has.

**❼  LASER RANK**
A circle of lights showing the current rank of the Lock-On laser. A rank of zero displays as an unlit circle, with an arc section lighting up each time the laser rank increases.

**❽  D-Unit Panel**
Displays the dragon units Edge has acquired so far. There are rumors of the fantastic powers generated when the dragon units are fully assembled....

## Changing Screens

Press the D-Pad ⬆⬇ to highlight icons in the center of the Player Menu, and **A** or **C** to bring up the icon's subscreen. In the first stages of the game, some icons are unavailable. See the sections on the following pages for details on each of the subscreens.

ITEMS  Allows you select items to use.

TYPE SELECT  Allows you change the dragon type.

ENEMY DATA  Lets you view data about enemies you have defeated.

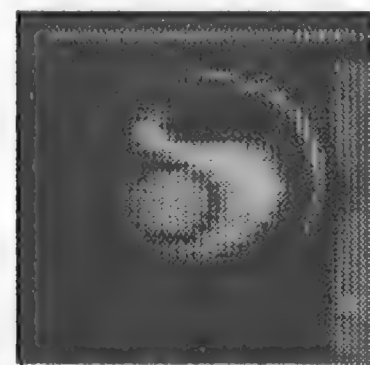MAP  Lets you view maps and enter World Map mode.

OPTIONS  Allows you to change game options.

# Items

The Item screen lets you check the type and number of items Edge is currently holding, and to use items in his possession. Press ⬆⬇ to highlight an item type, and Ⓐ or Ⓒ to select.
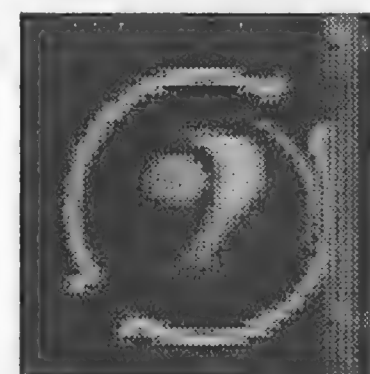
## Sellable Items
This displays items that can be exchanged for Dynes at shops. Items that currently can be used appear with bright text. Press ⬆⬇ to highlight items in a list, ⬅➡ to change list pages, and Ⓐ or Ⓒ to use a highlighted item.
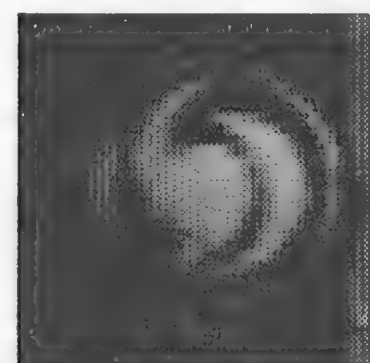
## Unsellable Items
These are items essential to Edge's quest. Scroll through lists as with Sellable Items (above). To use an item, or read a book, press Ⓐ or Ⓒ when the item is highlighted.

## Berserk
A list of all the Berserk effects the dragon has learned is displayed. Scroll through lists as in Sellable Items (above). Currently usable effects appear in bright text. Press Ⓐ or Ⓒ to use a highlighted Berserk.

## Gun Parts
A list of the Gun Parts Edge is holding appears. Scroll through lists as in Sellable Items (above). Press Ⓐ or Ⓒ to equip a highlighted part to the gun. Only one part can be equipped at a time.

# Type Select

Type Select allows Edge to cause a metamorphosis in his dragon, changing its shape and battle characteristics. Press the D-Pad to move the cursor around the Type Select screen. The values for the dragon's Attack, Defense, Spiritual and Agility change automatically in response to the cursor's position.

## The Type Select Screen



**1 2 3**  The cursor location determines the levels for the four ability types. Move the cursor ⬆ to strengthen Defense, ⬇ to increase Agility, ◀ to improve Attack and ➡ to increase Spiritual level.

**1  Current Type**
Shows the dragon's current type.

**2  Characteristics**
Shows the value for the dragon's ability levels in the following areas:
- **Attack**     Determines the power of the dragon's homing lasers.
- **Defense**    Determines the dragon's resistance to enemy attack.
- **Spiritual**  Determines how efficiently the dragon expends BP in launching Berserk effects.
- **Agility**    Determines the dragon's speed in positioning (see page 18).

**3  Dragon Name**
Shows the name given to the dragon.

# Type Attributes

The type of dragon you use in battle determines its evolution over the course of the game. This has a range of effects on how the dragon's abilities develop through Level Ups and Model Changes.

Each dragon type has special abilities and strengths. Experiment with different combinations to find what dragon type is most effective against different kinds of enemies. Remember, the dragon is a constantly evolving life form – once it reaches Model 1: Valiant Wing, its type can be changed any number of times, even during battle. See Appendiz B: Dragon Types for details on the differences between each of the types.

- **Full Gauge**
Each dragon type has a specific Berserk-like skill it can employ when its Synchronicity gauge is at maximum (3 levels). The skill's effect varies according to the dragon type being used.

- **Three-Gauge Berserk Effects**
Upon reaching Model 1: Valiant Wing status, the dragon becomes able to use Berserk effects specific to its current type. These effects consume 3 Synchronize gauge levels.

- **Acquiring Berserks**
As the dragon gains experience by defeating enemies in battle, it learns new Berserk effects based on its type when it gained experience points. For example, by using a Spiritual type dragon in combat, it becomes easier to learn Spiritual-class techniques.

- **Gaining Abilities**
As with acquring Berserk techniques (above), the type and ability ratings of the dragon used affects the amount that the dragon's Attack, Defense, Spiritual and Agility levels increase when it advances a level.

## Enemy Data

Once you have defeated an enemy in battle, information about that creature or opponent type is stored in the Enemy Data files. To access visual data for an enemy, press the D-Pad ⬆⬇ to highlight an enemy type icon, and Ⓐ or Ⓒ to select the type.
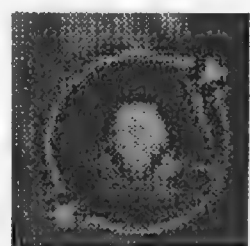
Next, scroll through the list of enemies in the selected type by pressing the D-Pad ⬆⬇. Press Ⓐ or Ⓒ to bring up the data file for the selected enemy.

## Data File Screen

The enemy's name appears, along with the highest Fight Result you have achieved against that type of opponent so far. Press Ⓛ or Ⓡ to magnify or reduce the enemy graphic display. Press the D-Pad to rotate the graphic in any direction. Press Ⓒ to display enemy data, and Ⓐ to hide or show the Enemy Data screen controls display. Press Ⓑ to exit the Data File Screen.

## Enemy Data Icons

Life Form
(pure)

Life Form
(mutant)

Empire

Craymen

The color of the enemy's icon changes according to its category. Ordinary enemies appear in green, medium bosses in yellow, bosses in red and rare enemies in violet.

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## Map

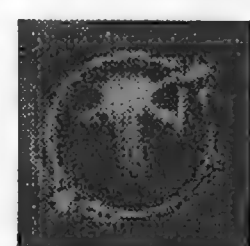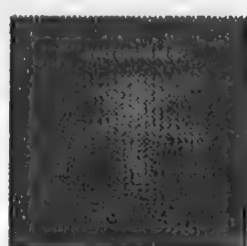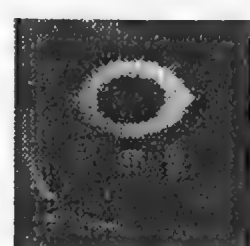The Map screen lets you access the map for the field you're currently in, or move to World Map mode from a field. Press the D-Pad ⬆⬇ to highlight the Field or World Map icon, and Ⓐ or Ⓒ to select. (There are some locations where a Field Map is not available.)

## Field Map

The Field Map shows your location, bearing and areas you have already explored in the current field. If the map extends beyond the edges of the Field Map screen, press the D-Pad to scroll around the map.

When you discover a Map Monolith, you gain access to a complete map for the field you are in. Areas you have not yet explored appear uncolored.

## World Map

Select the World Map to exit the current field and switch to World Map mode (see page 10). Press Ⓐ or Ⓒ when the World Map icon is highlighted, and select YES when the confirmation message appears to enter World Map mode.

## Options

Select Options to change game controls or sound output. First, highlight the Control or Sound icon, and press Ⓐ or Ⓒ to select.

• **Control**
First, highlight the Control type you want to configure – Walk, Flight or Battle – and press Ⓐ or Ⓒ to select. Next, press ⬆⬇ to highlight a button name, and ⬅➡ to change the function assigned to that button. Press Ⓑ to exit the screen when you have finished.

• **Sound**
Press ⬅➡ to select STEREO or MONO for the game's sound output.

## EDGE

The dragon-riding hero of *Panzer Dragoon Saga*. An orphan, Edge has been raised by the Hunter clan since he was a boy. The beginning of the adventure finds him as a fledgling guard in the Imperial Military, assigned to protect the site of an excavation of ruins from the Ancient Age.

Edge is caught up in an unexpected assault on the site in which he witnesses the killing of his mentor and the abduction of the mysterious girl, Azel. He is sworn to avenge his mentor's death, and is compelled by a deep curiosity to uncover Azel's ancient secret.

## AZEL

Unearthed from deep within the Imperial excavation, Azel is a living relic of the Ancient Age. She has been stolen by the rebel Craymen's forces, for a purpose as yet unknown....

She has little memory of her past, only a dark suspicion that she was *created* rather than born. And she displays a naive but fierce loyalty to her abductors, and a correpsonding hatred of the Empire.

Azel possesses the key to the powers of the Ancient Age, but will that power make her Edge's ally, or his most formidable foe?

- Your adventures as Edge will take you to the far reaches of the Empire: over blasted wastelands, through forbidden sacred cities and the bristling defenses of fortified zones, across the night skies in pursuit of escaping warfleets, and beneath the waters of an eerie tarn. Not all the secrets of any one field will be revealed on your first visit there. It may help to explore fields again at different times of day, or once you have gained a higher Lock-On laser rank. You may find the characters you meet more willing to talk, or uncover previously unreachable items.

- Your dragon is a living weapon. You must learn to make use of its full fighting potential if you hope to defeat the enemies that stand in your path. The homing lasers are effective when you are confronted by large numbers of opponents, while your gun is useful for zeroing in on an enemy's Weak Point. Keep track of each weapon's effect on an enemy (or area of a large enemy's body).

- In addition to allowing you to gain and maintain optimum position, the dragon's maneuverability can be used tactically to slow your opponent's rate of attack. The enemy's Synchronize gauge does not refill when it is engaged in positioning – try to force your foe to keep moving.

- Experiment with new Berserk effects as the dragon learns them – Berserk techniques are unaffected by an enemy's Defense rating, making them invaluable against well-armored foes. However, Berserks have no special effect against Weak Points, and are limited by the number of BP the dragon has remaining. Try to stay near a Save Monolith, or fight as a Spiritual Type dragon to fight without concern for BP levels.

# • Appendix A: Items •

## ATTACK

| Item Name | Price | Effect |
| --- | --- | --- |
| Blast Chip | 450 | Causes damage to enemies in blast area |
| Dual Blast Chip | 900 | Causes severe damage to enemies in blast area |
| Tri-Blast Chip | 1800 | Causes maximum damage to enemies in blast area |

## SUPPORT

| Item Name | Price | Effect |
| --- | --- | --- |
| Flash Chip | 300 | Blinds enemy with a flash of light to let you escape |
| Shield Chip | 2400 | Throws up a temporary shield against enemy attacks |
| Power Chip | 1200 | Increases power of homing lasers |
| Armor Chip | 1200 | Increases dragon's armor |
| Speed Chip | 1200 | Increases Synchronize gauge refill rate |

## RECOVERY

| Item Name | Price | Effect |
| --- | --- | --- |
| Elixir Minor | 150 | Restores 200 HP |
| Elixir Medis | 300 | Restores 500 HP |
| Elixir Maxis | 600 | Restores 1000 HP |
| Full Elixir | 1200 | Restores full HP |
| Berserk Micro | 480 | Restores 50 BP |
| Berserk Minor | 960 | Restores 100 BP |
| Berserk Medis | 2400 | Restores 250 BP |
| Berserk Maxis | 4800 | Restores 500 BP |
| Ambrosia | 9600 | Restores full HP and BP |
| Antidote | 100 | Clears POISON status |
| Restore Speed | 100 | Clears SLOW status |
| Revive | 100 | Clears STUN status |
| Free Action | 100 | Clears STOP status |
| Anesthetic | 100 | Clears PAIN status |
| Unbind | 100 | Clears BIND status |
| Recover | 400 | Clears ALL status |

## GUN PARTS

| Item Name | Price | Effect |
| --- | --- | --- |
| High Vulcan | 3000 | Increases the firepower of any gun |
| Mauler | 5000 | Increases the number of rounds fired |
| Berserk Leech | 9000 | Converts enemy life force into BP |
| Sniper | 12000 | Inflicts critical damage to Weak Point targets |

# • Appendix B: Dragon Types •

Refer to the following key on how to read the data charts for each of the five dragon types: Attack, Spiritual, Agility, Defense and Standard.

| TYPE | | |
|---|---|---|
| | Full Gauge skill specific to the type | Area that develops most quickly at Level-Up |
| | Three-Gauge Berserk effect specific to the type | Berserk class most easily learned |

| ATTACK | | |
|---|---|---|
| | Launch periodic attacks while Synchronicity gauge is full | Homing laser power increases more quickly at Level-Up |
| | Can use [**Assault Wing**] to increase laser power | **Attack** class Berserks are learned more quickly |

| SPIRITUAL | | |
|---|---|---|
| | Recover a small amount of BP while Synchronicity gauge is full | Maximum BP level increases more quickly at Level-Up |
| | Can use [**Berserker Wing**] to restore BP | **Spiritual** class Berserks are learned more quickly |

| AGILITY | | |
|---|---|---|
| | Clear all adverse status conditions while Synchronicity gauge is full | Gun's power increases more quickly at Level-Up |
| | Can use [**Swift Wing**] to increase the speed at which Synchronicity refills | **Agility** class Berserks are learned more quickly |

| DEFENSE | | |
|---|---|---|
| | Defense rating increases slightly while Synchronicity gauge is full | Maximum HP level increases more quickly at Level-Up |
| | Can use [**Protection Wing**] to increase Defense rating | Defense class Berserks are learned more quickly |

| STANDARD | | |
|---|---|---|
| | Recover a small amount of HP while Synchronicity gauge is full | All areas increase at approximately the same rate |
| | Can use [Healing Wing] to restore HP | All Berserk classes are learned at approximately the same rate |

## • Credits •

### Production

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### Special Thanks To:

John Amirkhan, Sandy Castagnola, JoAnn Eastman, Eric Hammond, Sheri Hockaday, Kevin Kelly, Jason Kuo, Lisa Martinez, Makoto Nishino, Jon Orantes, Heather Ravenberg, Paul Sears, Shinobu Shindo, Bernie Stolar, Mariko Suzuki, Shuji Utsumi, Sallie, Marissa, Sega Online Team and WD Mastering

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